

# FAERIE MAGICK



SPELLS, RECIPES & LORE



### Faerie Dust

1 tablespoon cinnamon  
Dry peel of 1 lemon  
1 teaspoon thyme  
1 teaspoon ginger  
1 teaspoon nutmeg  
1 teaspoon almond extract  
1 teaspoon lemon extract  
5 drops of your favorite scent  
Dry petals of pink rose

### Dryad Oil

musk  
oakmoss  
civet  
vanilla

An excellent blend for pursuing the arts of natural magick, this preparation was specially designed for contacting the elemental spirits of the earth.

### Faerie Enchantment Oil

10 drops rose  
5 drops thyme  
1 drop evening primrose oil

### Faery Fire Oil

1 garnet, crushed  
1 dram dragon's blood oil  
coriander seeds  
1 dram almond oil

Warm all ingredients in an enamel pan on low heat. Allow to cool in a

clear, white or aqua-coloured bottle.

**Faerie Magick Oil**

1/4 oz. almond oil  
11 drops violet  
10 drops gardenia  
7 drops lemon grass  
7 drops lemon  
7 drops rose geranium  
7 drops jasmine  
7 drops ylang ylang  
5 drops lavender  
jasmine flowers  
violet flowers  
peridot  
moonstone

Useful for working with Faery Magick. Wear it on Midsummer's Eve to increase chances of Faery encounters.

**Faerie Oil**

1 Garnet crushed  
1 Dram Dragon's Blood Oil  
Coriander Seeds

**Friendly Nature Spirit Oil**

lime  
carnation  
gardenia  
wintergreen

### **Lady of the Lake Oil**

1/4 oz. almond oil  
25 drops lavender oil  
5 drops lilac  
5 drops earth oil  
5 drops rose geranium  
4 drops carnation  
1 drop jasmine  
1 drop rosemary  
lavender buds  
amethyst crystal

### **Sprite Music Oil**

10 drops rose or carnation  
8 drops violet  
8 drops sandalwood

### **Faerie Flower Oil**

1 dram elder oil  
1 few dried rosebuds  
1 dram lavender oil

Warm slowly in an enamel saucepan. Let cool. Pour into magick bottles and use in spellwork and ritual anointing

### **Gnome's Cap Oil**

(useful in contacting Faeries connected with the Earth element: Gnomes, Dwarfs, etc.)

1/4 oz. almond oil  
10 drops cypress e.o.  
5 drops lilac oil  
25 drops Siberian fir oil

10 drops dark musk oil  
2 drops narcissus oil  
cedarwood  
fir needles  
tiger's eye

### Gossamer Wings Oil

Use for contacting Faeries connected with the Air element: Sylphs,  
Elves, etc.

1/4 oz. almond oil  
12 drops violet oil  
20 drops lavender oil  
10 drops lemon oil  
5 drops cajeput oil  
lavender buds  
clear quartz

### Faerie Fire Oil

Use for contacting Faeries connected with the Fire element: Will o' the  
wisps, Flame Dancers, etc.

1/4 oz. almond oil  
12 drops peach oil  
5 drops ylang ylang  
4 drops new-mown hay oil  
4 drops dark musk  
2 drops chamomile  
2 drops poppy oil  
2 drops dragons blood oil  
chamomile flowers  
oatstraw  
peridot  
garnet

### Siren Song Oil

Use for contacting Faeries connected with the Water element: Undines, Naiads, Sirens, etc.

1/4 oz. almond oil  
4 drops lavender  
15 drops camphor oil  
3 drops lemon  
3 drops primrose oil  
3 drops rose geranium  
geranium petals  
rose buds  
iolite  
amethyst

### Mists and Shadows Oil

1/4 ounce olive oil  
4 drops heather oil  
3 drops lemon oil  
4 drops lilac oil  
5 drops rose oil  
10 drops Faery Magick Oil (above)  
10 drops green forest oil  
5 drops siberian fir oil  
5 drops honeysuckle oil  
2 drops dark musk oil  
oat straw, oakmoss  
peridot and amethyst

Use this oil when working in the space between the Faery Kingdom and our realm

### Faerie Spirit Oil

6 drops oakmoss  
4 drops rosemary  
3 drops cypress  
2 drops patchouli

### Nature-Spirit Attracting Oil

1/2 dram carnation oil  
1/2 dram gardenia oil

### Merlin Oil

1/4 oz. olive oil  
6 drops vetiver oil  
5 drops pine oil  
5 drops green forest oil  
5 drops oakmoss  
2 drops cypress or cedar  
2 drops rose geranium  
1 drop clove oil  
clove buds or cedarwood  
tiger's eye

### Faerie Wisdom Tea

Helps to understand and communicate with the Nature spirits.

1 part elder flower

1 part lemon thyme

1 part rose hips

1 part yarrow

1 part lemon grass

Place all herbs in a tea ball or bag, put in your nicest or most favorite cup or mug, and cover with boiling water. Steep for 10 minutes.

Remove tea ball or bag, and add sugar, honey, sweetener, milk, cream or whatever, to taste.

### Faerie Charm

Faeries are nature spirits found in many different forms around the world. They can be helpful or mischievous, depending on their type and how you treat them. This Charm attracts friendly faeries to the area; they may bless your house, help your plants grow, or otherwise add a little sparkle to your life.

You will need a crystal prism (of quartz or leaded glass) and some glitter.

First wash the prism in plain water  
and chant this verse over it:

"Faeries from afar,  
come to where the rainbows are;  
spread your blessings all around.  
Be safe and warrn and welcome here,  
every season, every year. May our love and magic  
abound!"

Now hang the prism in a window where sunlight can reach it. Go around your house and yard, sprinkling a pinch of glitter wherever you want to attract faeries. They will soon arrive.

### For Discovering Tree Spirits

When the moon is round  
In spring or in summer  
Go to a place



Where more than two  
But not over twenty  
Trees are growing,  
Measure their bounds  
By silent walking,  
Mark their centre  
And in it stand  
But make no sound;  
Listen and watch  
And you may find  
Green and silver  
Shadows flying  
From leaf to leaf,  
And a noise like water  
Or quiet talking;  
Strike three times  
With a stick of oak  
Upon the ground~  
Then you may see  
In every tree  
The falling streams  
And their silver hair,  
And their hands  
Like silver~flickering air;  
Their frightened emerald  
Eyes will stare  
Until you look away~  
Then though you stay  
For a year and a day,  
You will not see them again.

### **Faerie Brew 1**

Assemble your herbs, grind them manually, and put about a handful into a pot; Strain. Drink a cup before seeking your encounter and return what you do not use to the Earth.

3 parts rose petals  
2 parts yarrow  
1 part Cinnamon

### Faerie Brew 2

3 parts rose petals  
1 part Cinnamon  
1 part nutmeg  
1 part bay  
1 part mugwort

### A Faery Blessing

To the Faery Folk  
High and low  
Blessed Be and Blessed go.  
In perfect love  
In perfect trust  
You may depart if you must  
But pray, stay if you will  
All aglow and Peace be still.

### Faery Wish Magick

Items needed:  
a pinch of glitter to use as an offering

Put down your offering. Say aloud:

"Faeries of the air, I call you now, accept this offering, with love from me  
to you!"

Close your eyes. Spend a moment open and receptive to your energies and those around you. When you feel you are no longer alone, take out your glitter and hold it in your hand. Focus on your wish. When your wish has been visualized and projected, Toss the glitter into the air. Cry out:

"Faeries of the air, Carry away my wish,  
across the never-ending skies,  
up into the ethers, forever and more!!"

### Faerie Magick Spell

This incantation can be done anytime during the summer, when the fireflies are out.

Can be performed clothed but is best done skyclad. You must find a VERY quite and private place to do the incantation.

Start with your arms out and walk in an open area that fireflies are in. Stop in the same position and call upon the great mother with the following Chant:

"Fireflies come dance with me  
Fireflies come be with me  
Oh Great Mother be with us tonight  
With (your name) and the faerie Folk  
Fireflies show your true self  
Do not fear me for I am (your name)  
Your friend, Your Sister/Brother  
Invite me into your world to dance"

(Dance a joyous dance from your heart, Allow yourself to be free and at peace)

Continue Chant:

"Fireflies, faerie Folk, Oh Great Mother,  
Come dance with me, Be with me,  
faerie Folk show your true self to me  
I will protect you tonight as we dance"

Dance the dance of the faerie Folk and repeat the above lines, dance the dance of the faerie Folk until you feel and see that the faerie Folk are with you...

Play with them as you like, when you are done do the following Chant to End the Dance:

"faerie Folk, Fire Flies, Oh Great Mother  
faerie Folk, I (your name) leave you now, Go back to hide from where you  
came

Be not sad, or cry or weep, For I (your name) will return  
To dance the Dance of the faerie Folk, Peace be with you. Blessed Be!"

### Spell to See the Fairies

Fairies are most often seen on nights between Midsummer, or Litha, and June 29. The best way to see fairies is to gather fern seed on the night of Midsummer. On June 27, make a wreath of fairies' thimble, otherwise known as foxglove. Go to your favorite spot in the woods just before sunset. Make a ring of stones, and build a fire in the ring. When the Sun dips below the horizon, rub the fern seed on your eyelids. Keep your thoughts away from the drudgery of the work-a-day world. Fill your thoughts with the beauty of the plants and trees around you. Dance around the fire. Do you see them?

### To Meet a Faerie

Don't take this lightly. The Fey Folk are wild, and their integrity so strong and unusual that you must be careful with them. However, if you approach one correctly, he\she can be an honorable, powerful and delightful friend and ally.

If you find you cannot handle the power of this rite, courteously end the visit. If an evil entity arrives by accident, end the visit, either with courtesy or rudeness, whichever is safest and most effective.

Do each step before going onto the next.

Focus on the darkness of the mind's eye, the darkness that's automatically there when your eyes are closed. See that darkness filled with a glowing green, a Faerie green, a magic glow. Feel that magic, green, Fey glow start swirling around you, bathing you in its beauty, bathing you in its magic.

Enjoy drinking in that magic for a minute. Let that Fey power feed you, cleanse you, and give you things you need. Let it work its magic on you. Into that green mist, call out for a Faerie friend. Don't demand a visit, for we do not control the Fey Folk. Invite with warmth, courtesy, good will and good cheer. Greet and welcome your visitor with dignity and courtesy. Ask his\her name and his\her need of you. If no name is given you, usually you should end the visit. When you meet someone on the physical plane who will not tell you their name, there is usually something awry, right?

Never lightly make an agreement with a Faerie. They take commitments seriously. And are tricksters, who often have an unusual view as to what life should be like. You may not want the same goals as they. Visit. Then do the following steps. If you fall asleep, your visit might be happening on an unconscious level so you will still need the following steps upon awakening. If you would like, ask your visitor for something you need.

Make thanks for the visit, and for any help you were given. At this point it may be appropriate to give or promise a gift such as a bit of food and drink to be left out at night. Perhaps this spirit will become your friend for a while or even a lifetime. You can use this ritual to visit with him\her again. But for now say "Farewell." After doing something like this ritual, one might be in an altered state without realizing it. If you then do something like drive, walk at night along a city street, or cook, you could possibly go through a red light, get mugged, or burn yourself, all because you were off in another world!

So, after you finish the last step, do the following two steps: Spend some time consciously focusing on the embodied, mundane plane by making your mind concentrate on physical things. Then continue this focusing by looking both ways carefully when crossing streets or paying special, conscientious attention to kitchen safety or whatever focus is appropriate to the activity in which you become involved. Use these two

steps until you are well focused onto the embodied plane. You may feel very sharp and alert. Don't think there is no need for this step. Please do it anyway. For one thing, alert as you are, you might be alert only to the SPIRIT plane! Take the time to become alert to the physical realm. If you're feeling really spacey or "out there" add body stretches or do some other very physical but safe activity that will focus you onto your own body.



## BITS OF MYTH & FAERIE LORE

Faeries like shiny baubles including items of copper, silver, quartz, flint, labradorite, amethyst.

Some trees have personalities of their own while others are simply the homes or favorite places of the Faeries. Some are even included in both of these categories.

\*The **apple** tree is one of the most magical trees in Faerie mythology, and indeed in many other mythologies as well. The apple is a tree of spells and enchantment. To fall asleep under an apple tree in to put yourself at great risk of falling under a Faerie spell. The apple fruit is often used as a way to transfer a spell, as is the well known fairy tale Sleeping Beauty. To eat an enchanted apple is also one way to enter Faerie-land, and apples and apple peels can be used in certain forms of divination. The apple tree has strong ties to Arthurian Legend; Avalon, or the "Isle of Apples" is the home of the four Faerie Queens, and the place to which they carried King Arthur's corpse. It is even sometimes considered to actually be Faerie-land, or at least an entrance into it.

\***Ash** trees are considered to be sacred. They are planted to protect cattle or homes from mischevious Faerie folk.

\***Birch** trees are said to be the tree of death. They may have a spirit associated with them which chase travellers in the dark, and if the manage to catch this traveller, and touch him on the head, he will die,

and his body will be left with a white hand-print on it.

\*It is said that witches can transform themselves into **elder** trees. A tree which is a transformed witch will bleed when cut. Elder trees are also supposed to give protection from Faeries, particularly evil ones, since it is also said that they are a refuge for good Faeries from those evil.

\***Elm** trees are extremely sensitive; it has been reported that if you cut one down, the one next to it will die of grief.

\***Hawthorn** trees are immensely magical plants, and Faeries are often present near them.

\*The **hazel** is also a highly mystical tree. In Ireland, they are considered to be the tree of magical wisdom, and in England, they are associated with fertility. Due to this fact, a bag of hazelnuts would be given to a bride at her wedding.

\*It is said that if an **oak** tree is cut down, the shoots which grow up from the roots will try to take revenge. Oaks are generally considered to be an angry tree, and it is therefore dangerous to walk through an oak copse at night.

\*The **willow** is another tree with animate qualities. At night, a willow will uproot and wander after travellers, muttering to itself. Willows are not considered dangerous, however.

"Ellum do grieve,  
Oak he do hate,  
Willow do walk,  
If yew travels late."

## Flowers & Herbs

\***Bluebells** are always a Faerie flower; their presence indicates a place of Faerie enchantment. If a child wanders into a place where they grow, they may not come out. If an adult does so, he or she will be pixy-led until someone else finds them and leads them out again.

\***Broom** is a common ingredient in Faerie spells.

\*A four-leaf **clover** will break Faerie spells, and allow one to see through the Faerie glamour. Also, it is said that seven grains of wheat placed on a four-leaf clover will allow you to see the Faeries.

\***Cowslips** are used by the Faeries as keys to their hidden treasures.

\***Fennel** is known for its ability to repel the Faeries. It is hung over doors to prevent them from entering a house, and smeared on cow's udders to prevent the Faeries from stealing the milk.

\***Forget-me-nots** are also used as magic keys. Additionally, if searching for a Faerie treasure, it is beneficial to carry these flowers with you.

\***Foxglove** is considered to be a Faerie plant everywhere. If the name is taken literally, this eludes to the notion that the blossoms are gloves given to foxes by mischievous Faeries, allowing the fox to sneak about quietly at night and raid the chicken coop. It is also suggested that "foxglove" is really "folks-glove", and that the Faeries use them to make themselves soft gloves. In any case, the Faerie folk are strongly attached to this plant, and it is said that to carry the flowers with you is to draw the Faeries to you, and to have them in your house is to invite the Faeries in.

\*It is said that there are seven **herbs** which can, when used correctly, protect from anything natural or unnatural. They are St. John's wort, vervain, speedwell, eyebright, mallow, yarrow and self-help. They are best gathered at noon on a bright, sunny day, near the time of the full moon.

\***Mugwort** is a magic plant, favoured by mermaids. Also, it is said that if you put some of it in your shoes, you can run all day without getting sore feet.

\*In Ireland, **primroses** are scattered in front of the door of a house to prevent the Faeries from entering. In other places, however, primroses are considered to attract the Faeries, where, by carrying the correct number of blooms (this number varies) the Faeries will show themselves to you.

\***Ragwort** stalks are used to construct magic Faerie horses. Also, it is said that ragwort and rye grasses belong entirely to the Faeries and cannot be used against them.

\***St. John's wort** is a protective plant, used to break Faerie spells and heal



illnesses brought on by them.

\*Wild **thyme** is a plant under the control of the Faeries, and to have it in the house is to invite the Faeries in.

\*The Faeries adore **tulips** in the garden and are upset if they are cut and even more if they are sold for money. Therefore it is considered unlucky to do so.

Faeries don't like iron, whistling in the woods or when you are offensive towards them.

Paths that are worn across the fields are from faeries' dancing feet, and it is bad luck to cross one.

Barren hilltops are also said to be from the grass being trampled by dancing faeries.

Faerie Rings are bright green or matted down circles in the grass.. sometimes mushrooms will surround the circles.

A wish that has been made while standing in the middle of a faerie ring is sure to come true.

If you are to step inside a faerie ring while they are celebrating, you will be forced to dance to exhaustion.

To get out of the faerie ring, a friend must pull you out, or other traditions say a ring of people on the outside must get you out.



## RECIPES

### Air Pudding

1/8 Cup sugar

3 Tablespoons fresh lemon juice

1 Tablespoon unflavored gelatin

1/4 cup boiling water

1 teaspoon real Vanilla extract

4 egg whites (be careful to ensure there's no yolk in 'em or they won't work) - at room temperature

1) Stir the Gelatin into the boiling water, and let it sit in the freezer until it's nearly firmed-up & *very* cool.

2) Meanwhile, use a fork to mix the lemon juice and Vanilla extract into the sugar. Make sure the sugar isn't lumpy.

3) When the gelatin's just a shade shy of firm, add the flavored sugar, and

gently blend this mixture. If it gets too runny, you may need to put in back into the freezer for a little while.

4) When the flavored gelatin mix is a tad short of firm, beat the egg whites until they're really frothy, and can stand up in peaks. This is tricky - too little beating, and they're not firm enuf. Too much beating, and they turn to goop.

5) Gently fold the flavored sweetened gelatin mixture into the egg whites. Be careful not to over do it, or the egg whites will deflate!

6) Pour into small serving bowls, or little jello molds that are slightly wet, and freeze for at least an hour or so.

7) Serve directly from the freezer.

### Faerie Butter Caramel

1 Cup sugar

1 cup light corn syrup  
1 tablespoon vinegar  
1 1/2 tablespoons baking soda  
1 package (12 ounces) milk chocolate

Grease 13-by-9-inch pan; set aside.

Combine  
sugar, syrup and vinegar in 3-quart saucepan.

Cook,  
stirring constantly so candy does not scorch,  
and until mixture reaches hard crack stage,  
300 degrees.

At this point, mixture will become  
foamy and will rise. If you continue to cook  
any longer  
after this point, candy will become hard.

Remove from heat; quickly add baking soda,  
mixing with a few fast strokes, as it is  
added. Baking  
soda must be stirred rapidly into mixture as  
it is added.

Immediately pour mixture into  
prepared pan.

If candy is left in saucepan for even a short  
time, it will stick.

It is not necessary to  
spread candy  
over bottom of pan.

Cool, then break into  
small pieces.

Dip each piece into melted  
chocolate.

Store  
in refrigerator. Makes about 1 pound Candy.

### Simply Wonderful

1 cup powdered milk  
1/2 cup sweet (*unsalted*) butter  
1 3/8 cups powdered sugar

optional (*but 1 of these is nearly always traditionally added*):

1/4 cup chopped unsalted nuts -or- coconut -or- raisins

Gently melt the sweet-butter in a saucepan.

Remove from heat, and let it cool for a little while (*until you can put your finger in it without an "ouch!"*)

Add the powdered sugar - stirring constantly - until it the mixture becomes creamy.

Add the powdered milk - while stirring constantly.

Fold-in the nuts, coconut or raisins & mix gently until they're spread through the mixture.

Try squeezing a small amount of the mixture into a 1-inch ball. If it's too wet to hold its shape, add a little more powdered milk. If it's too dry & crumbly, add a little more melted butter.

When it seems to be the right consistancy, roll into 1-inch balls.

You'll end-up with about 18 of them.

These can be served right away - but must be stored in the 'fridge.

## Snow Ice Cream

This is a winter treat loved by the Fae ... and it's the actual ancestor to all such frozen delights.

### The Snow

When there's been a nice snowfall, go outside, and get some snow. Avoid any discolored snow, and scrape off a bit of the top layer, to avoid any soot, etc.

Be really careful not to compact the snow as you gather and work with it.

If you live in a snowless climate, or want this as a refreshing summer delight, use shave ice - being careful not to compact it.

### The Topping(s)

Gently mix Sweetened Fruit Juice (berry is best) in light cream (or half-and-half) to taste. Chill this topping before serving.

~ or ~

Gently mix *real* Vanilla extract and sugar in light cream (or half-and-half) to taste. Chill this topping before serving.

(Note: the Fae, being such great tricksters, just love it, if you add a bit of yellow food coloring to this second topping - making it look like ... ummmm ... "used" the snow, if you get my drift)

Chill enough small serving bowls for the number of intended servings in the freezer until they're frosty.

Put an ice cream sized scoop of snow (or shaved ice) gently into each serving bowl.

Gently (and creatively) pour or drizzle the topping over the ice - like you would syrup over ice cream.

Serve immediately!

## Faerie Gold Cookies

An inexpensive cookie that's easy to make from ingredients already in the house. Excellent with coffee or milk. If they don't all disappear on the first day, you'll find the flavor gets even better with age!

1 cup solid vegetable shortening

1 cup brown sugar

1 egg

1 teaspoon baking soda

1/4 cup hot water

2-3/4 cups all-purpose white flour

In a mixing bowl, cream together the shortening and sugar.

Add the egg and beat until smooth.

Add the baking soda dissolved in the hot water.

Add the flour in thirds, beating well after each addition. Chill thoroughly.

Preheat the oven to 350 degrees F. Grease two baking sheets.

Form the chilled dough into balls about the size of walnuts and place 2 inches apart on the baking sheets. Flatten with a fork.

Bake for about 10 minutes. Remove to wire racks to cool completely

## Faerie Cakes

2 (8-ounce) packages Cream cheese  
3/4 cup sugar  
2 eggs  
1 tablespoon lemon juice  
1 teaspoon Vanilla  
Cherry pie filling or icing sugar  
Vanilla wafers

Heat oven to 325 degrees.

Line muffin pans with paper baking cups.

Mix cream cheese, sugar, eggs, lemon juice and vanilla in medium bowl until light and fluffy.

Place vanilla wafer on the bottom of each paper baking cup. Fill each cup full with cream cheese mixture.

Bake at 325 degrees for 15 to 20 minutes. Cool slightly.

Top each fairy cake with 1 tablespoon cherry pie filling or icing sugar

## Soft Mead

This is Scott Cunningham's recipe.

1qt. high-quality (spring, if possible) water

1 cup organic Honey

1 sliced organic lemon

1/2. ground Nutmeg

juice of 1/2 lemon

pinch of salt

1) boiled water, honey, lemon slices and nutmeg, scooping-pff the scum at the top. 2) when all the scum is gone, remove from heat, and add lemon juice and salt. 3) strain, and cool in glass or ceramic container, in refrig. NOTE: different honeys have their own unique tastes, depending on the types of flowers the bees harvest. So choose a honey you particularly enjoy.



## TYPES OF FAERIES

### Will'o'Wisp



The Will-o-wisp is among the most named faeries, travelling with countless aliases. Among the Cornish names are Faery lights, St. Elmo's Fire, Jack-o-Lantern, Bob-A-Longs and Jenny Burnt-Tail. The Shetland and Orkney Islands use Teine Sith (meaning Fire Faery), the Germans 'Huckpoten,' the Swedish Irrbloss, the French Eclaireux, the Italians Candelas and the Russians Ruskaly.

They typically appear as a grouping of tiny flickering lights, almost like fire flies. Flickering and wavering, the glowing orbs move through marshes, meadows and grassy hills at the hours just after sundown.



Some believe the lights to be the glow of actual faeries, while others argue they are merely torches and lamps carried by the fae as they revel. Whatever they are, humans who glimpse and follow the lights experience something likened to a game of tag as they disappear everytime the distance between the pair closes too much. Those who follow them successfully, though, have claimed to witness gatherings of faeries as they hold their nightly celebrations.

## Gnomes



Originating in Scandinavia (though Scotland is the source for most North American lore), Gnomes later migrated to the 'low lands' some 1,500 years ago. As a species, they are 7 times stronger than humans. Another of their unique characteristics, Gnomes are always born as a set of twins. Leading nocturnal lives, they rarely come into contact with humankind.

Gnomes are very widespread species, known to a number of human races. Germans name them Erdmanleins, except in the Alpine areas, where they are called Heinzemannchens. In Denmark and Norway they are Nisse; Nissen is Swedish variation. In Brittany they are called Nains. Tontti to the Finns and Foddenskkmaend is their name in Iceland. The Polish call them by the familiar Gnom. Bulgaria and Albania, however, use Dudge. In Hungary, Yugoslavia, and Czechoslovakia, Gnomes are called Mano. The Dutch use Kabouter and the Belgian, Skritek. Switzerland and Luxembourg use the same name, Kleinmanneken, which means "little men." Domovoi Djedoes is used in western Russia, translated it roughly means "earth faery."

Largely due to her choice of garb, the domain of the female gnome is the home and thus it is with the male that almost all human contact

occurs. Females wear either gray or khaki colored clothing consisting of a blouse, an ankle length skirt, knee socks and high shoes or slippers. (The color combination results in a possibility that she may be mistaken for a mouse or other small forest animal and be captured by an owl before he realized his mistake.) Prior to marriage, the outfit is complemented by a green cap and braids which later disappear under a scarf while the green cap is replaced by more somber tones after she marries.

Male Gnomes wear red caps and blue smocks complemented by green pants and footwear. They are fair of face, though they boast rosy red cheeks. Long beards adorn their faces and turn gray far sooner than their hair. Males are the guardians of animal kind and show little preference for their animal friends, notwithstanding their aversion to cats both wild and domesticated. They are known for freeing wildlife from man's traps and for operating on farm animals whose owners have neglected them or who are simply too poor to afford a veterinarian.

Gnomes consist of a number of different types. The most common is the Forest Gnome who rarely comes into contact with man. The Garden Gnome lives in old gardens and enjoys telling melancholy tales. Dune Gnomes are slightly larger than their woodland brethren and choose remarkably drab clothing. House Gnomes have the most knowledge of man, often speaking his language. It is from this family that Gnome Kings are chosen. Farm Gnomes resemble their House brethren, but are more conservative in manner and dress. Siberian Gnomes have been more interbred than other Gnomes and associate freely with trolls. They are much larger than the other types and have an infinitely more nasty nature. It is best never to evoke the ire of such Gnomes for they delight in revenge.

## Brownies



The origin of this race is traced to Scotland. Brownies currently residing in the United States and Canada most likely arrived with

Scottish immigrants. Among their names from other human cultures are: Nis from Denmark, Domonvoi from Russia (where they cry like Banshees when death is approaching a member of their chosen family, and to warn of fires), Yumboes from North Africa, Choa Phum Phi from China and Hobs from the English. They are still common to the Scottish Highlands and on the Hebrides Islands, but are rarely heard of elsewhere.

Brownies are domestic faeries, offering aid to mortals who are churning butter or grinding meal. For their service, they expect rewards of milk and bread. (Brownies who are displeased with their gifts often turn into the nasty Boggarts who harass the inhabitants of their domicile.) As with other faeries, should a human mistakenly offer them clothes in return for their labors, brownies will cease their efforts and disappear forever. In addition to their labors in the home, some brownies also guarded the corn yard during winter. Because of their industrious and beneficial nature, the Girl Scouts have adopted the name Brownies for their youngest members.

Resulting from their generous nature, a hatred of misers and cheats is characteristic among the race. Brownies will not tolerate lying and utterly detest pretentiousness.

They are nocturnal, although most are able to appear in the sunlight should they wish. However, there are a few non-Scottish House brownies who will perish if exposed to sunlight. Legends holds that it is for this reason that the brownies' familiar, the rooster, crows in the morning, warning his friends that it is time for bed. (Some Scots even held that brownies could take the form of roosters.)

Small and usually male, brownies tend towards the hairy side and have slightly pointed ears, long fingers and dress in blue, green or the most typical brown. Their size makes them extremely cautious of cats and the humans they assist must not harbor the beasts within their homes. Most are keenly intelligent, except the Dobie who is a dull witt. He wishes to help, but always flubs the job because of his lack of intelligence.

## Leprechauns



Originally coined by Thomas Keightley in *The Fairy Mythology* (1850) from the Irish "Leith bhroyan" or "Leith phroyan" meaning "one shoemaker," comes the name Leprechaun. They are also known by the name Gentry. In addition, Jewish folklore tells of a similar creature, the Sheedem or Shedim. It is now demonized and the name used derogatorily in reference to pagan deities. Their typical habitat is wild areas with large grassy hills.

Leprechauns are a race of cobblers whose craftsmanship is beyond compare. As a result, their wares go for astonishing sums which makes most of them exceedingly wealthy and is likely the source of the tales of their pots of gold. Infamous hoarders, they are loathe to spend a single penny, which probably explains their poor appearance in spite of their great wealth. Some legends says that once a leprachaun begins dancing to a human's song, he cannot stop until the tune ceases. His exhausted state may cause him to make outlandish offers, including his crock of gold, if you will please only allow him to stop dancing. Other means of finding his gold include looking at the end of a rainbow, which may lead him offer 3 wishes in exchange for his treasure. His promises of gold alway proves hollow, as the Leprechaun always employs clever tricks in his granting of wishes, often resulting in the embarrassment or injury to the one who expected a bounteous reward.

Green is the color of choice among this race, though their clothing is never extravagant. Their footwear, however, is a source of pride and every Leprechaun posses the very finest he can make. Their clientele is exclusively faery and legend holds that they only make one shoe at a time, never pairs.

Apparently, the race is exclusively male as no female Leprechaun have ever been seen.

Some Leprechauns belong to the unseelie court; they are raiders of wine cellars who revel drunkenly after dark riding the backs of sheep or shepherd's dogs. The name Cluricauns (Kloor-a-kawns) is applied to the dark members of the family. Cluricauns often favor red clothing to set themselves apart from the seelie Leprechauns.

## Pixies



Pixies are the pranksters. Some sources attribute their origin to the Irish saints, while others claim they are souls of virtuous pagans. The most prevalent theory regards them as the gods of pre-Christian Cornwall.

They delight in leading people astray from their paths and leaving them to wander aimlessly for hours until dropping into a deep sleep, a practice which spawned the term pixie-led. While pranksters, Pixies were also known to lend helpful hands to humans in need. The elderly might find household tasks mysteriously complemented, the worthy farmer may discover his grain has been mysteriously threshed and maidens searching for their true love may beseech his name by going to a well and pleading with the Piskey folk.

Typically they appear as wise old men no taller than a hand's span.

## Green Man



Hordes of information has been written on the Green Man, yet he still remains somewhat of a mystery. The name typically applies to an ancient deity whose likeness has been carved into older churches across much of the British Isles. Typically it is a composite image of a face formed for a mask of leaves or a face devouring vines and leaves. The image's meaning is typically one of life, renewal and rebirth, and inspiration. He is a personification of the union between mankind and nature. His association with churches is likely an instance of pagan gods being absorbed into Christianity to entice converts or to make their worship safe.

The Green Lady is sometimes named as female counterpart of the Green Man. Some consider her a pagan worship form of the Virgin Mary. At the very least, the image of the Green Lady is not as old as that of the Green Man.

The Green Man is also connected to Robin Goodfellow and Puck, as well as Jack the Green who dances ahead of the May Queen in May Day parades.

## Boggart



Some legends say Boggarts are brownies that have gone bad.

Either because they are mischevious in nature or because they were wronged through some interaction with humans. Others tell that they are merely small dwarfish cousins of the brownies. Their origin is traced to Scotland where they are also known as Hobgoblins, the Boogey Man, Boogies, Padfoot, Boggans, Hobbers, Gobs and Blobs.

They are always of the male persuasion. Whatever their relation to the gentle brownies, boggarts have vastly different intentions. They delight in playing tricks on humans. The favorite food of a boggart is smooth wood and a home they have chosen as their residence provides not only shelter, but also their sustenance! Boggarts pose a threat to children, as they love to steal their food and try to smother them as they sleep at night. Should your home be infected with a boggart a complete exorcism may be necessary to rid your abode of the pest. Others can simply be tricked into leaving a home. One of the best ways to do this is to ask the boggart to leave the house and stay out as long as 'the hollies are green'. It will most likely take at least two seasons for him to remember that hollies are always green and that he's been tricked. His resulting anger most likely needn't be feared as he will never be able to enter the house again.



## The Faerie Encyclopedia

**Other Names for the Faerie are :**

**Fays** - early form of the word

**Fair Family/Fair Folk** - Welsh nickname

**Farisees/Pharisees** - Suffolk nickname

**Fary** - Northumberland nickname

**Fees** - Upper Brittany nickname

**Feriers/Ferishers** - another Suffolk nickname

**Frairies** - Norfolk and Suffolk version

**Good Neighbors** - Scottish and Irish nickname

**Good People** - Irish reference to the Sidhe

**The Green Children** - faerie reference in medieval literature

**Greencoaties** - Lincolnshire Fen version

**Greenies** - Lancashire nickname

**The Grey Neighbors** - Shetland nickname for the Trows

**Henkies** - Orkney and Shetland nickname for Trows

**Klippe** - Forfarshire nickname

**Li'l Fellas** - Manx nickname

**Nunnehi** - Cherokee for "Moon-Eyed People"

**People of Peace** - Irish reference to the Sidhe

**Pigsies/Piskies** - Cornwall variations of Pixies

**Sith/Si** - Gaelic variations of Sidhe

**Sleigh Beggey** - Manx language version of Little Folk

**The Small People of Cornwall** - Cornwall variation

**Still-Folk** - Scottish Highland version

**The Old People** - Cornish nickname

**Verry Volk** - Gower (Wales) nickname

**Wee Folk** - Scottish and Irish nickname



## Abatwa

Said to be the tiniest creatures of human form in existence, these little people coexist peacefully with the ants in the anthills of

Southern Africa and live on their foragings from the roots of grasses

and other plants. They are very shy and so are elusive, however tend to

reveal themselves to very young children, wizards, and pregnant women.

## Aine

She is a faerie goddess, sister to Fennine, daughter to Eogabal

who was a king of the Tuatha de Danann. The Earl of Desmond fell in

love with her when he saw her sitting by Lough Gur. He captured and

married her. Their son was Earl Fitzgerald. The Earl of Desmond's taboo

was that he could never show that he was surprised by anything his son

did. Unfortunately he couldn't hold to it when he saw his son jump in

and out of a bottle. His son fled in the form of a wild goose and Aine

disappeared into Knock Aine.

### Angiaks

Children of the living dead of Eskimo lore. In hard times, unwanted babies were taken out into the snow by tribal elders to die of

exposure. Unless the tribe would move to a new hunting ground, they

would often find themselves haunted by this small, miserable ghost.

Ankou - the faerie version of the grim reaper. Sometimes he's portrayed

as a benevolent, comforting figure.

### Anthropophagi

A cannibal faerie. He has no head, but his eyes sit

atop his shoulders and a mouth may be found in his torso. His lack of a

nose allows him to eat human flesh without gagging.

### Arkan Sonney

Fairy pigs on the Isle of Man, they're also known as

"Lucky Piggy." Fairy pigs are supposed to bring good luck if one is to

Capture it.

Asparas

Usually female, also known as sky-dancers. They bless humans at important stages in their lives, and are often seen at weddings.

They live in fig trees and sometimes appear to scholars or scientists,

seduce and exhaust them, making sure they don't venture into areas that

the spirit world deems unfit.

The Asrai

Small, delicate female faeries who melt into a pool of water when captured or exposed to sunlight.

Aughisky

Pronounced "Agh-iski"; They are the Irish version of the Each-  
Uisge.

Awd Goggie

A type of Bogie. He haunts forests and orchards, and kidnap children. Wise children will stay away from

orchards when unsupervised lest Awd Goggie get them.

## Banshee

Actually should be spelled Bean Si . The Scots call her

Bean-Nighe. She's an Irish death spirit. Their keening

fortells a death. They have very long, flowing hair and wear green

dresses with grey cloaks. Their eyes are bright red because of their

continuous weeping.

Barguest - A kind of Bogie. It has horns, dangerous teeth and claws,

and fiery eyes. It can take many forms, but usually is a shaggy black

dog. Upon the death of a prominent figure, it rounds up all the dogs in

the community and leads them on a procession through the streets,

howling.

Bauchan - also Bogan. A type of Hobgoblin. Like most faeries, they are

fond of tricks, sometimes are dangerous, and sometimes are helpful.

The Bean-Nighe - pronounced "ben-neeyah"; type of Banshee around

streams in Scotland and Ireland. She washed blood stained clothing of

people who will soon die. They are rumored to be the ghosts of women

who died in childbirth and will continue to wash until the day they

should have died.

Bean-Tighe - a benevolent, grandmother-type, she does chores and looks

after the children so long as you give her milk and cakes.

Bendith y Mamau - pronounced "ben-dith uh momay";  
Carmarthenshire

(Wales) name for fairies, translates to "Mother's Blessing".  
Phrase is

used as a prayer to protect from evil.

Black Annis - She is a Hag; however she is unique in that she is a

cannibal.

Blue Men of the Minch - They dwell in the strait between  
Long Island

and the Shiant Islands. They are responsible for sudden  
thunderstorms

and shipwrecks, but their ship-sinking attempts may be  
thwarted if you

are an adept rhymer. Some think they may be fallen angels.

Bodach - also Bugbear or Bug-A-Boo. They slide down chimneys to kidnap

naughty children.

Boggart - Brownies that have turned evil.

Bogie - This is the generic name for some different types of Goblins.

Their temperments range the spectrum from benign to malevolent.

Bogles - They are a form of Goblin and are generally nasty in temperment. However, they prefer to inflict their evil deeds upon liars and murderers.

Bokwus - A fearsome spirit in the great northwestern American spruce

forests. He is only seen in glimpses, but has been seen wearing totemic

face paints. Hunters are very aware of his presence. He likes to push

fishermen off the banks to drown, taking teh victim's soul to his home

in the forest.

The Brown Man of the Muirs - He is the protector of wild animals.

The Brownie - They are typically a tiny, shaggy-looking man with

wrinkled brown skin. They are approximately 25 inches tall.  
They are

usually either naked or their brown clothing is in extremely bad  
condition. Brownies like to adopt houses which they look  
after. They

come out at night to finish small chores, look over the cattle.  
If

there is a lazy servant in the home, he might choose to plague  
him for

it. All Brownies expect in return is a bowl of cream or good  
milk and a

honey cake. Never leave clothes and never leave too much  
food. They

find this offensive and will leave. Care should be taken not to  
criticize their work. When one farmer criticized the mowing  
job, the

Brownie responsible threw the entire crop over a cliff.

Bugul-Noz - He's a forest dweller, a shepherd. He's very  
unattractive

and he knows it, but he yearns for human companionship.

The Bwca - They are the Welsh version of the Brownie (see  
above). They

have slightly nastier tempers and are prone to tantrums if their  
work

is criticized. They also despise tattletales and people with long  
noses.

Cannared-Noz - Breton version of the Bean-Sidhe.

Churn Peg and Melch Dick - they're an arthritic old faerie couple. They

jealously guard nut crops and hate lazy humans. They usually are

dressed in peasant costumes dating from around the fifteenth century.

Cluricaun - He's a Leprechaun after he's finished work for the day.

Cluricauns raid wine cellars and torture sheep and dogs by riding them

like horses in the moonlight.

Coblynau - (also Koblernigh) They are Welsh mine faeries, similar to

Knockers. They are considered good omens since the location of their

mining usually precedes the discovery of ore there.

Corrigan - Beautiful maiden by night, repulsive hag by day. She awaits

the day when a human man might fall in love with her and be open-minded

enough to follow through to the day. When this happens, she will retain

her maiden form permanently.

Cururipur - A powerful South American spirit who owned the jungle and



tortures tortoise hunters since the tortoises are his friends.

Daoine Maithe - a/k/a "The Good People"; there is a question as to

whether they're angels or faeries, since they were present at the

Biblical Fall, but did not fall. It's generally assumed that they are

awaiting salvation.

Daoine Sidhe - This is the name assumed by the Tuatha de Danann when

the Milesians drove them underground. Their King is FinVarra, who to

this day hold court in his palace beneath the faerie hill of Knockma.

They are skilled Chess players, and no human has ever beaten FinVarra

in a game. FinVarra is a womanizer, frequently kidnapping human women.

The Daoine Sidhe are also quite fond of hurling. (Hurling is an odd

cross between field hockey and lacrosse, as many of you have told me.

Thanks!)

Devas - These are plant faeries of dull sentience. They are most often

seen not as a body, but as a faint golden glow clinging to healthy,

well-cared for plants. It is thought that they often guide medical

researchers who look for beneficial medical properties in plants. If a

plant is neglected, the deva will abandon it, so water your plants!

Disir - these are spirits who attach themselves to a particular place,

usually man made, like houses. Especially old houses. They are generally feminine ancestral spirits.

Duergar - These are a malicious form of Dwarf (see below) from Northern

England. They revel in tricking people into dying.

Dwarfs - They are short, usually bearded and appear to be very old.

Their aged appearance seems to be caused by the fact that they reach

maturity at age three. They exist mainly in the mountains of

Scandinavia and in mines in Germany. They are sensitive about showing

their feet since they are usually deformed in some way. If you are

curious of their feet, the only way to get an idea is to put flour,

ash, or something of that sort in their path and to look at their

footprints. Dwarves can't be above ground during the day since sunlight

turns them to stone. Some say they exist as toads during the day and

assume their familiar dwarvish form at night.

Dybbuk - a Jewish demonic spirit capable of possessing humans.

Each-Ùisge

Pronounced "Ech-ooshkya"; They are similar to the Kelpie, but far more dangerous. They inhabit lochs and seas and will eat their

victims after tearing them into pieces, except for the liver, which

they leave. If they are ridden inland, they are safe to ride, but if

they catch the slightest whiff of the sea air

Ekimmu - One of the uttuku, evil or vengeful spirits of the ancient

Assyrians, the ekimmu appeared wailing and crying outside a home to

signal an impending death, much like a Banshee.

Elementals - Stepanich says they're "sub-human Nature-Spirits: who are

generally regarded as having pygmy stature..." [from Faerie Wicca: Book

One, p. 31]

Ellyllon - Welsh Elves who feed on toadstools. Their queen is Mab. They

are smaller than the Tylwyth Teg.

Elves - They're the Scandinavian version of faeries, complete with two

classes, light and dark, like the Seelie and Unseelie. The Danish elves

are beautiful from the front, but hollow when seen from behind. The

Danish elves also like stealing dough other human foods. In Scotland,

elves were faeries of human size. England called trooping faeries

elves, especially small faerie boys.

Elves of Light - A tiny people of Algonquin legend. They live in the

forest and enjoy dancing. Their Queen is Summer, a tiny but beautiful

creature who was once captured by the god Glooskap who kept her in a

moosehide as he entered the wigwam of the giant, Winter. Her very

presence caused Winter to melt away and spring to come, and woke the

elves who had been hibernating.

Erlkonig - he is the "Elf King" in Germany. He's been known to warn

people of their pending deaths. How he appears will relay to that

person how he or she is going to die.

The Fachan - Faeries from the Western Highlands of Scotland. He has

only one of each feature (one eye, one leg, etc.) He is extremely bad

tempered and carries a spiked club, so stay out of his way.

Feeorin - This word can be used as a collective word for faeries. It

usually indicates small green faeries, almost always with red caps.

They love dancing and music. They are thought to be more or less

friendly to humans, and have given warnings to them.

The Fenoderee - He is a type of Brownie from the Isle of Man. He is

enthusiastic about helping the farmers, but isn't all that bright. The

Fenoderee once was tricked into trying to fetch water with a sieve. The

Fenoderee was at one time a handsome member of the Ferrishyn (the

faerie tribe of Man), but he was exiled and his good looks taken when

he missed the Autumn festival to court a human girl.

Fetes - a/k/a the Fates, from Upper Brittany

Fir Darrig - pronounced "fear dearg"; They like fairly gruesome practical jokes. Be nice to them or you may be on the receiving end of one.

Foawr - They are Manx stone-throwing giants. They often ravish Cattle.

Nasty beings, they are...

Formorians - These are sea faeries. They once were land dwellers, but

the Tuatha de Danaan exiled them to the sea. They have since evolved

into nasty sea monsters, known to attack ships.

Fyglia - a sort of personal spirit. They often take an animal form. The

Native Americans call them "fetches" and use them as totems.  
They serve

mostly as personal guardians.

GanCanagh - He's the faerie Don Juan, seducing human  
women. They die

eventually, pining away for love of him. He carries a clay pipe,  
although he does not smoke it - faeries generally detest smoke.

Gans - Apache Indian shamen offer prayers to the Gans, asking  
them to

drive evil spirits away and to attract good fortune.

Ghillie Dhu - He is a solitary Scottish faerie who can be found  
amongst

birch thickets. He is clothed with leaves and moss.

The Glaistig - She is a water faerie, a beautiful seductress with  
the

body of a goat which she hides under a long billowy green  
dress. She

lures men to dance with her, then feeds like a vampire on their  
blood.

She can be benign as well, often tending children and the  
elderly or

herding cattle for farmers.

Goblins - They are somewhat malicious little creatures. They  
can appear

as animals. They are thieves and villains and count the dead  
among

their companions. They like to tempt people with faerie fruits.  
They're

not truly completely evil, however. Mine goblins make knocking  
noises

where they know there are rich deposits of ore. To avoid the  
Knockers'

wrath, a pastie (traditional miner meal) should be left for them.

Golem - a Jewish zombie-like spirit.

Grant - a small horse which stands upright; each Grant is  
attached to a

particular place and when he senses danger will tun through  
the town

shouting warnings.

The Green Lady of Caerphilly - She haunts ruined castles, and  
often

appears as ivy.

Guillyn Veggey

Gwagedd Annwn - pronounced "Gwrageth anoon"; They are  
beautiful Welsh

water faerie maidens who sometimes marry humans.

Gwyllion - The Gwyllion are one of my favorite types of faeries.  
They

are Welsh mountain faeries whose only known occupation in to  
sit



amongst the rocks along mountain paths and stare evilly at those

passing by, creeping the travellers out. For some reason I find that

incredibly cool.

Hags - They are the personification of winter in the British Isles, and

are thought to be the remnants of the most ancient goddesses. Some hags

turn from hideously ugly (their usual state) to breathtakingly beautiful at the turn of winter to spring.

Hathors - Nature spirits of Egyptian mythology. When a child is born,

seven Hathors gather to plan the life of the child. The Hathors are

often portrayed as the sky-goddess Hathor, goddess of beauty, love,

marriage, and childbirth. She often takes the form of a gigantic cow.

Hobgoblin - They have a bad reputation since the Puritans used their

name to refer to wicked Goblin spirits, but they're really a sort of

friendly Brownie. They are helpful at times, but like practical jokes.

But don't annoy them or they can become nasty.

Huacas - Incan myth speaks of Huacas, stone forms of spirits or divine

beings who watched over fields.

Huldafolk - the huldafolk are fairly reclusive Scandinavian faeriefolk.

Shy doesn't even begin to describe them. But in their dealings with

humans, they are very fair, even generous when they experience human

kindness. The story goes that there was once a farmgirl who came across

a woman giving birth in a field. She helps her to deliver the baby and

is rewarded with an apron full of woodchips. Disgusted, the girl dumps

them out and returns home. Then a look at her skirt reveals that the

chips still stuck to her apron had turned to gold. She went back in

search of the rest of the woodchips but they had disappeared.

Hyter Sprites - They are faeries from East Anglia. They are able to

appear as sand martins (a type of bird).

Jack-In-Irons - He is a giant from Yorkshire who haunts lonely roads.

Jenny Greenteeth - She is the Yorkshire River version of Peg Powler.

(More information there.)

Jimmy Squarefoot - His appearance is said to be frightening, but he is

actually harmless.

Jungle Spirits - The Amazons believed in an amazing variety of ogres,

demons, and powerful spirits, often shaped like animals. Some were

ghosts of the dead. They also regarded birds as demonic spirits who

battled with dead spirits.

Kappa - "A Kappa is a fabulous Creature of the waters - rivers, ponds,

lakes and the sea - it was described as an unattractive, humanlike

child with greenish skin, webbed toes and fingers with a long nose and

round eyes. It had a shell like a tortoise and smelled of fish. It had

a concave head that held water, if this was spilled the Kappa lost its

strength. They lived on cucumbers and blood. They sometimes stole the

former and attacked livestock and children in or at the edge of their

watery home. People attempted to appease kappas by throwing cucumbers

marked with the names of their family into the water. Kappas sometimes

made deals with humans, especially if caught, and being honorable

always abided by them." - Rebecca Sutton; a Vampiric Japanese faerie

The Kelpie - They are Scottish water faeries. Usually they are seen as

young horses, but sometimes they appear as hairy men. They haunt rivers

and streams, letting men mount them and then riding off into the water,

dunking them. (See also Each-Ùisge.)

The Killmoulis - He is an ugly Brownie who haunts mills. He has an

enormous nose and a missing mouth. He eats by stuffing the food into

his nostrils. He works for the miller but he plays pranks so often he

is often more of a nuisance than a help.

Klaboutermannikin - they inhabit the figureheads of ships, giving them

guidance and protection.

Knockers - see Goblins

Koblernigh - see Coblynau.

Kobolds - These are the German version of Knockers. They are known for

causing problems for the miners and undoing their progress. To keep the

miners guessing, they occasionally help them.

Korred - bizarre-looking and capricious but generally good-natured

guardians of Brittany's standing stones.

Kubera - King of the Yakshas, the god of wealth. Usually depicted as a

dwarfish figure with a paunch, bearing a money bag or pomegranate and

seated on a man.

Kul - A water spirit of the Eskimos in the Arctic, Kul may be malevolent but generally helps the Northern peoples with their fishing.

As a show of gratitude, it is customary to offer him some of the fish

catches at the beginning of the season.

Leahhaun Shee: Ireland. "Faery Mistress", in return for inspiration she feeds off the life force of the individual until she/he wastes away and dies. Gaelic poets tend to die young if they strike a bargain with this faery.

Leprechaun (lep-ra-kawn): Ireland. A solitary faery who makes shoes and generally guards a pot of gold. The name comes from the Irish leith brog, the name in Irish is leith brogan. They tend to be practical jokers, as are the Cluricaun and Far Darrig.

Mer-People: Mermaids, water dwellers who are human from the waist up but with tails of fishes. They are irresistible singers who sometimes lure fishermen to their deaths. The Irish equivalent of the mermaid of the Murrughach, Murdhuacha (muroo-Cha), or Merrows. It is possible for them to take the form of a human with tiny scales and move about on land. They wear a cohullen druith, which is a red cap covered with feathers.

Nuggie: Scotland. A water sprite.

Oakmen: Britain. Wood sprites who live in oak trees and oak groves. They are hostile to humans but benevolent to wildlife.

Old People: Cornish name for faeries.

Oonagh (oona): Ireland. Wife of Fin Bheara.

People of Peace: Ireland, Scotland. Another name for the Daoine Sidhe.

People of the Hills: Britain. Faeries who live under green mounds, sub-terranean faeries.

Phouka (pooka): Ireland. It can take various animal forms and is considered dangerous.

Pixies/Piskies/Pisgies: The name for faeries in Somerset, Devon, and Cornwall.

The Plant Annwn (plant anoon): Wales. Gwragen Annwn is the Welsh name for their women. Faeries of the Underworld. The entrance to their kingdom is through lakes. Their kind is called Gwyn ap Nudd. Their speckled Cattle are Gwartheg Y Llyn and their white hounds are the Cwn Annwn (see Hounds of the Hill).

Pwca (pooka): Wales. A version of Puck, not like the Irish Phouka. They are helpful if milk is left out, but can also be mischievous.

Roane: Scottish Highlands. Water Elementals or mermen who take the form of seals.

Seelie (Blessed) Court: Scotland. These trooping faeries are benevolent towards humans, but will readily avenge any injury or insult.

Sidhe/Sidh/Sith/Si (shee): Ireland, Scottish Highlands. Name for faeries and their subterranean dwellings. A barrow or hillock which has a door to a beautiful underground realm of the Tuatha or faeries.

Sithein (sheean): Ireland, Scotland. Name for the outside of a faery hill or knowe. The inside is called the brugh.

The Slauch (slooa/The Host: Scotland. The host of the Unforgiven Dead or Pagan ancestors. The most formidable of the Highland faeries.

Subterranean Faeries: Scotland. Faeries who live in bochs or hills. They travel from place to place at Imbolc, Beltane, Lughnassadh, and Samhain in order to change their residences.

Trooping Faeries: They can be large or small, friendly or sinister. They tend to wear green jackets and love hunting and riding. The smaller ones make faery rings with their circular dances.

Tylwyth Teg: (terlooeth teig)/The Fair Family: Wales. The most usual name for the Welsh faeries. If one wants to court their

friendship, they are called Bendith Y Mamau (the Mother's Blessing).

Unseelie Court: Scotland. Faeries who are never favorable to humans. They are either solitary evil faeries or bands of faeries called the Slauch who use elf-shot against humans and cattle.

Urisk: A Water Elemental who appears as half-human, half-goat, associated with waterfalls.

The Wee Folk: Scotland, Ireland. A name for faeries.

The Wild Hunt: The night hunt by the Slauch with their terrible hounds. They are said to kidnap humans they encounter during their rides.

Will o' the Wisp: A faery who appears at night in lonely places carrying a lantern. It uses this light to cause travelers to lose their way.